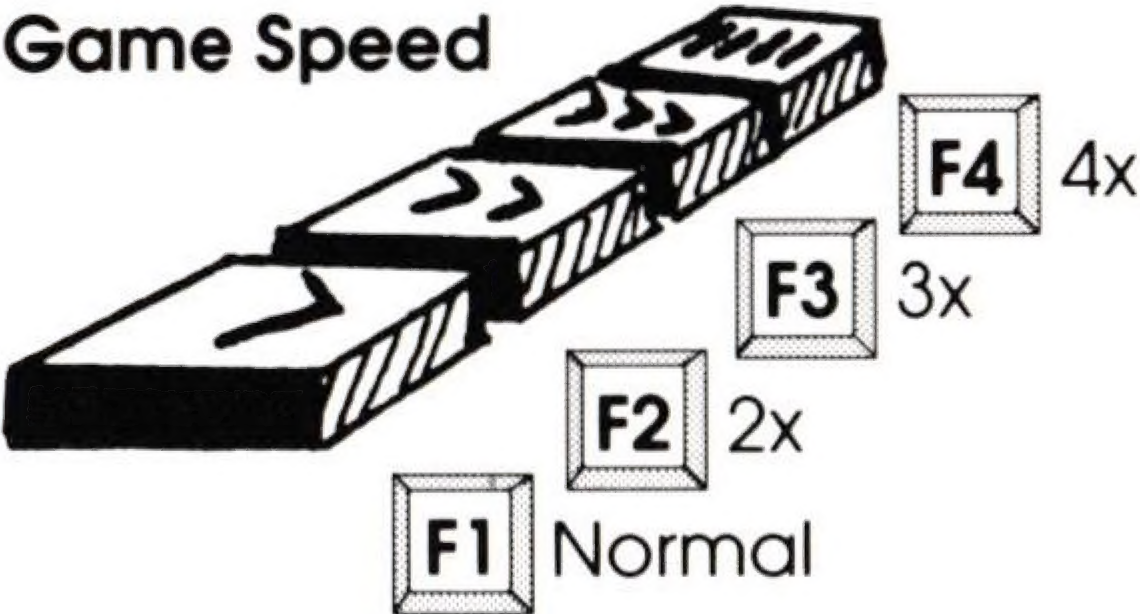


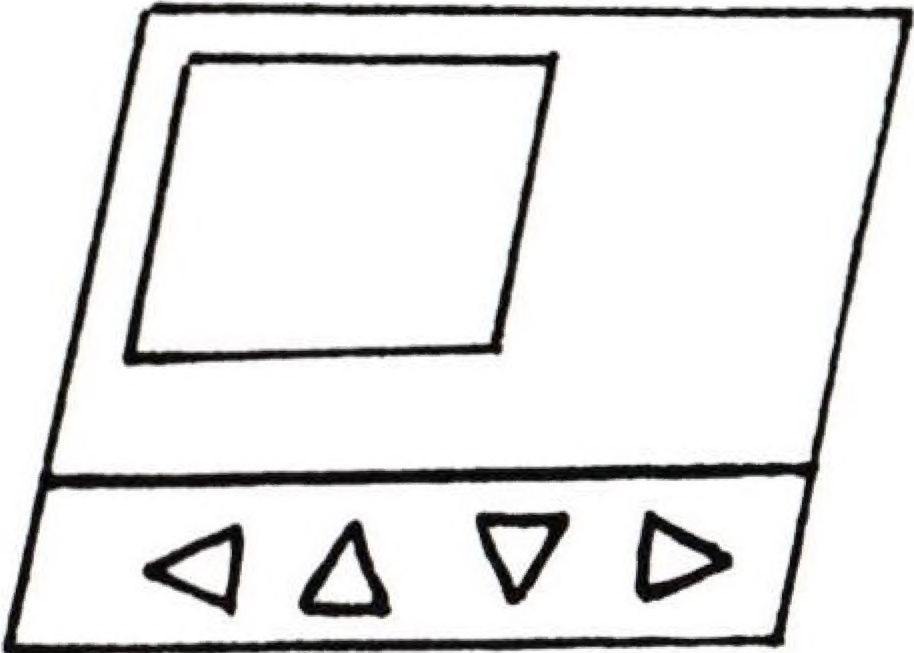
Command Tiles & Their Key Equivalents

THEATRE of War

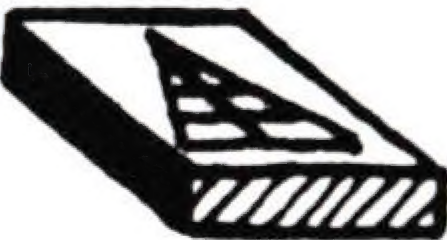
Game Speed



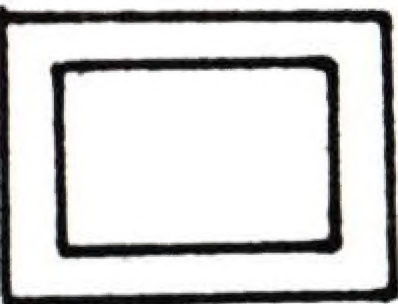
Theatre Overview



C Center Screen on Selected Warrior



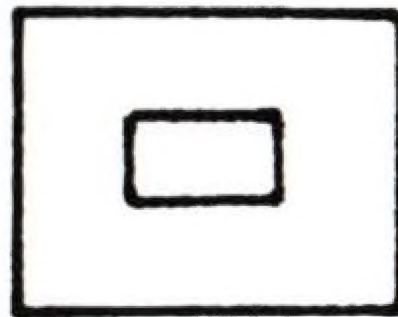
P 3-D Perspective



Pg Up Zoom in, More detail



O Overhead

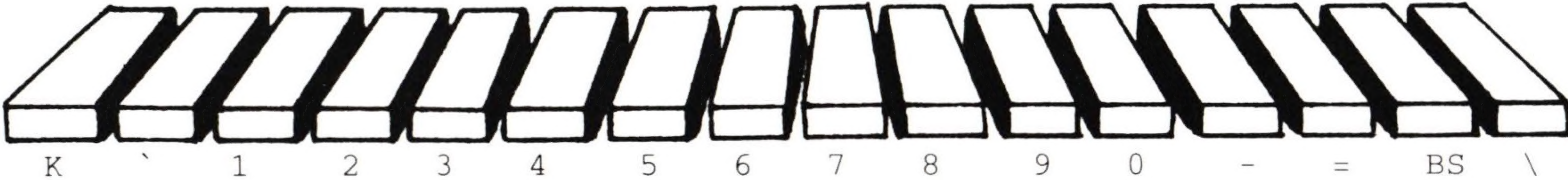
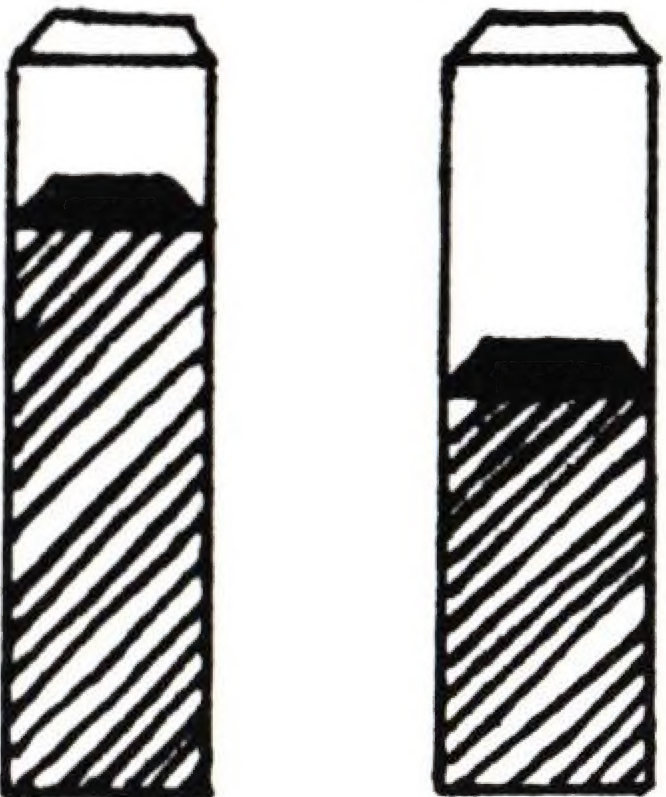


Pg Dn Zoom out, Less detail



I Status

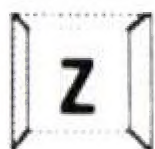
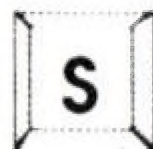
Power Bars



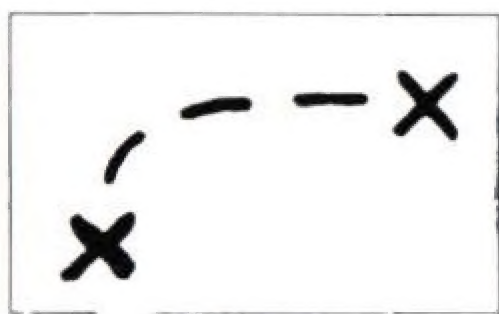
Warrior Selection Tiles—Press corresponding key or Tab for next, Caps Lock for previous

Medieval Pieces

Action Tiles & Thier Key Equivalents



Emperor



Move



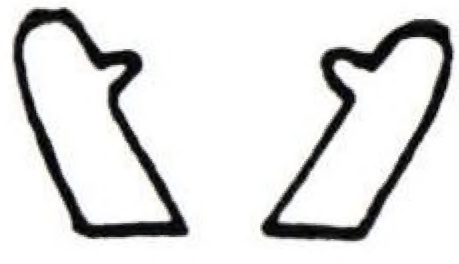
Inspire



Defend



Recover



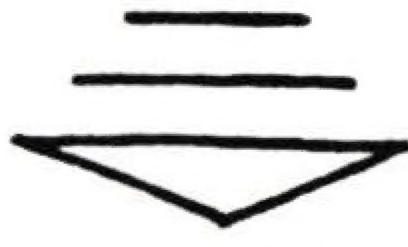
Resign



Pawn



Move



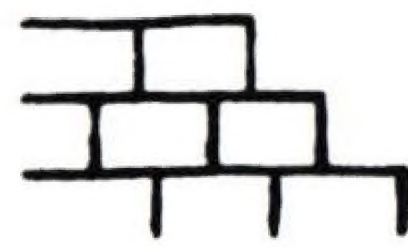
Retreat



Defend



Recover



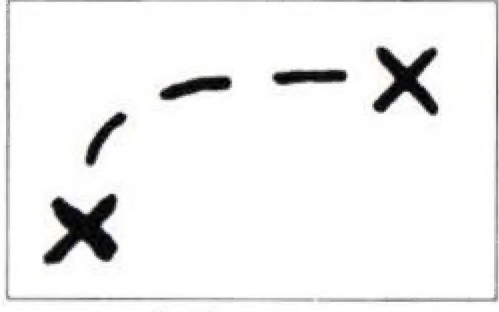
Build



Destroy



Swordsman



Move



Hold



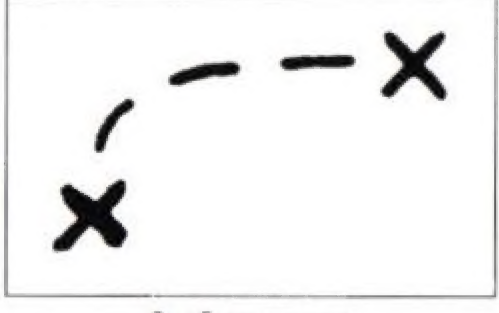
Defend



Recover



Archer



Move



Shoot



Defend



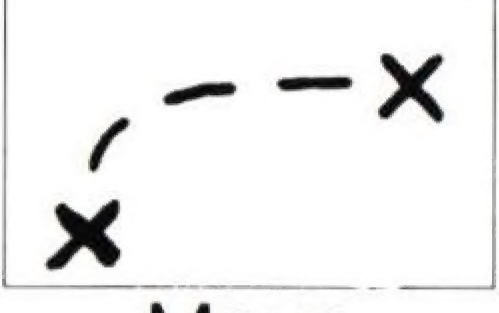
Recover



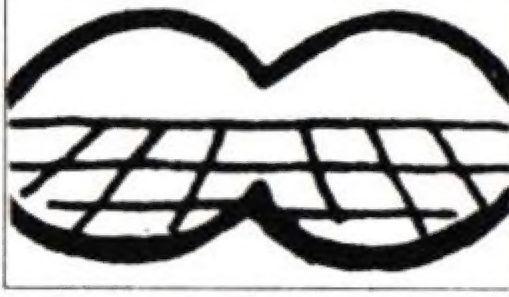
Hold



Chariot



Move



Seek Enemy



Patrol



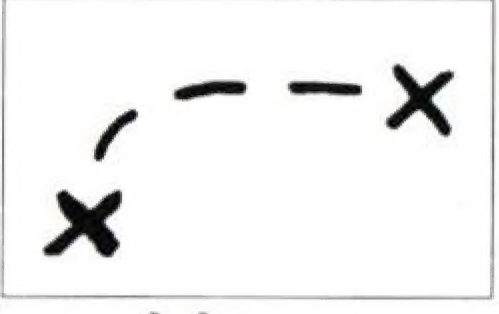
Recover



Assassinate



Catapult



Move



Shoot



Hibernate



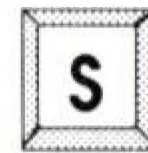
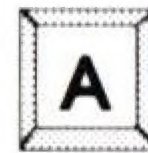
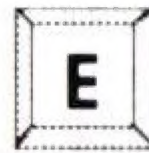
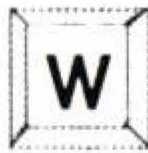
Recover



Prepare

Great War Pieces

Action Tiles & Thier Key Equivalents



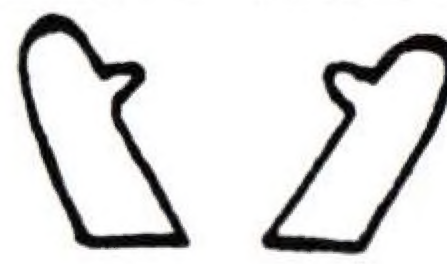
General



Move



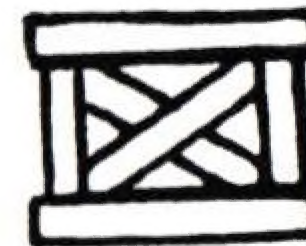
Inspire



Resign



Defend



Resupply



Soldier



Move



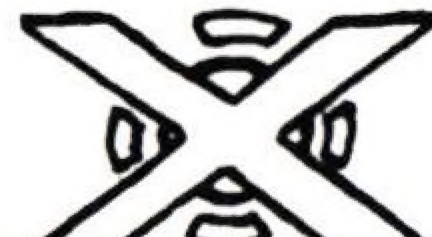
Retreat



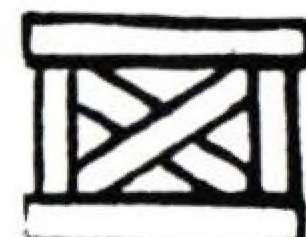
Entrench



Lay Mine



Sweep Mine



Resupply



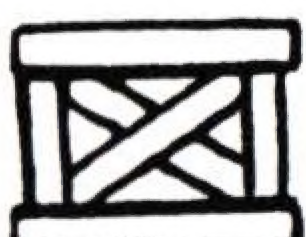
Supply Tent



Move



Entrench



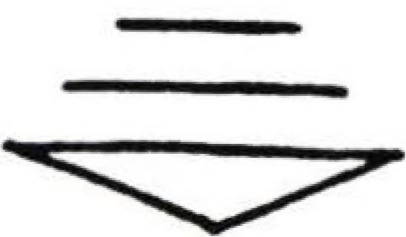
Resupply



Gatling Gun



Move



Retreat



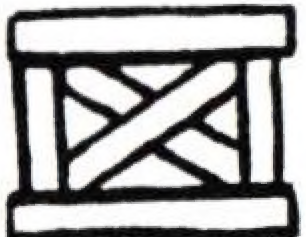
Entrench



Shoot



Defend



Resupply



Tank



Move



Retreat



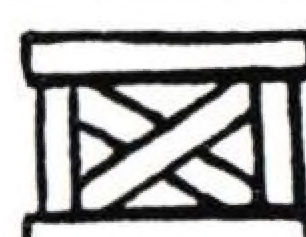
Entrench



Shoot



Defend



Resupply



Cannon



Move



Retreat



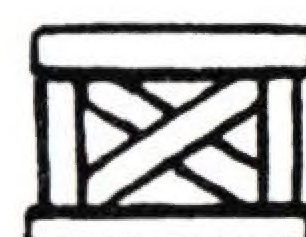
Entrench



Shoot



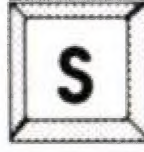
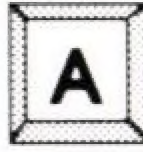
Defend



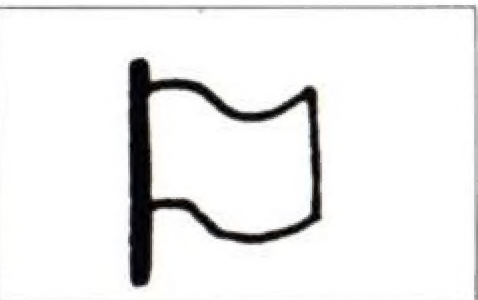
Resupply

Contemporary
Pieces

Action Tiles & Thier Key Equivalents



Base



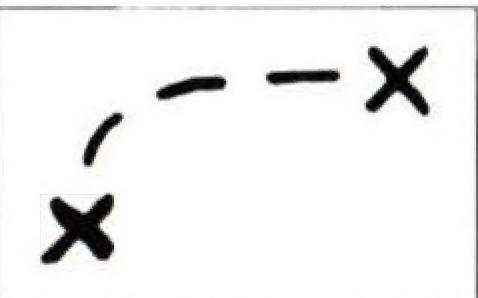
Resign



Recover



Tank



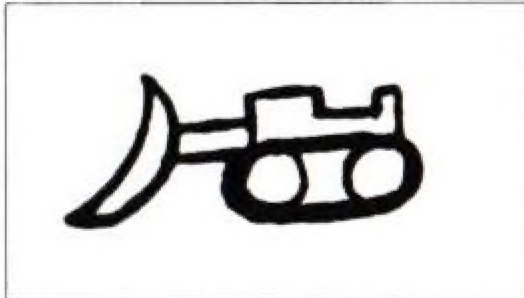
Move



Recover



Shoot



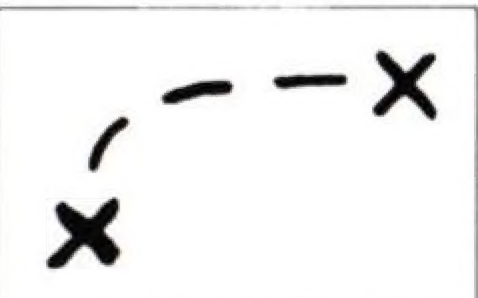
Build



Destroy



Radar



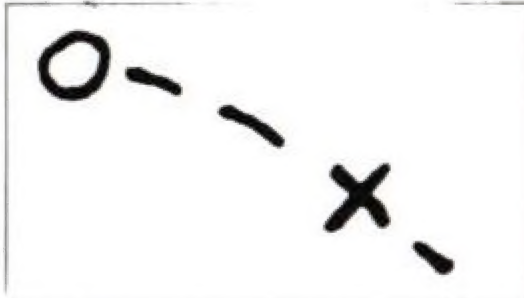
Move



Recover



Radar On/Off



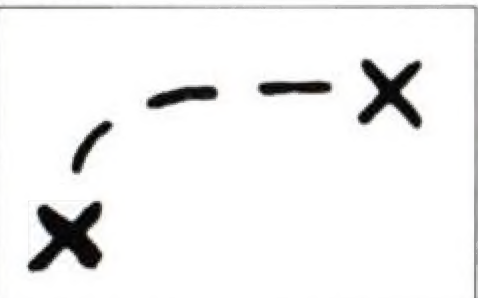
Scramble



Auto Fire



Missile Launcher



Move



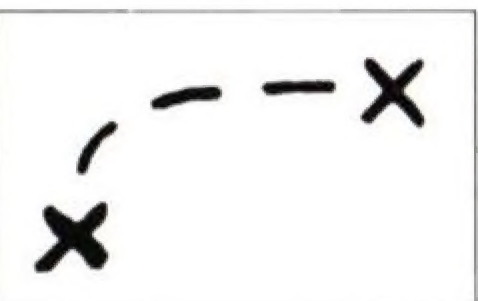
Recover



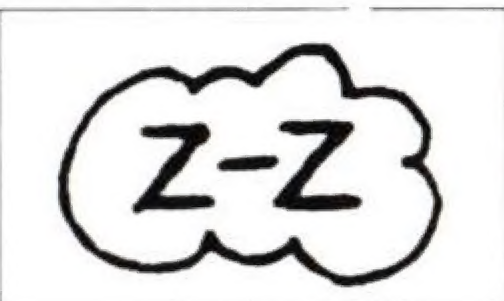
Launch



Fighter



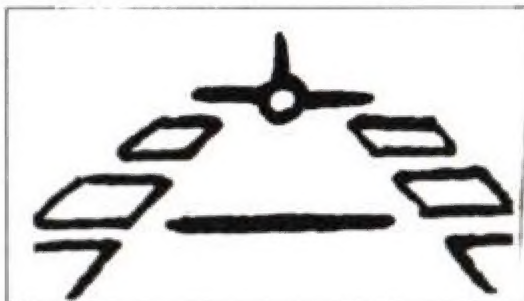
Move



Recover



Shoot



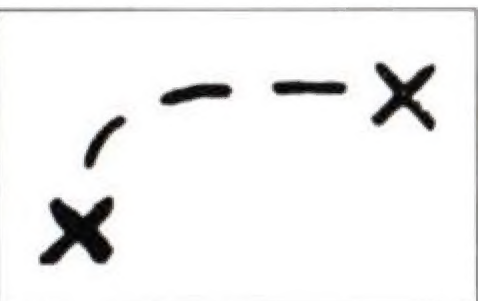
Escort



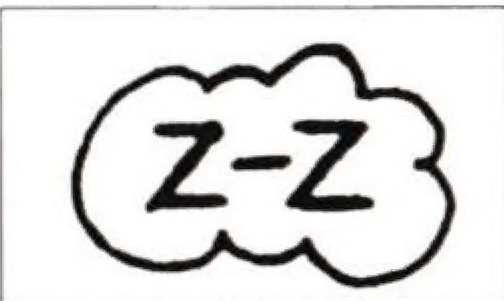
Hunt



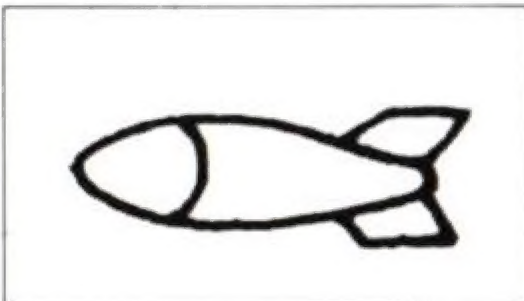
Bomber



Move



Recover



Drop Bomb



Home Base



Enemy Base